## PATENT APPLICATION FEE DETERMINATION RECORD Effective January 1, 2003 **CLAIMS AS FILED - PART I** SMALL ENTITY OTHER THAN (Column 1) (Column 2) TYPE [ SMALL ENTITY **TOTAL CLAIMS** RATE FEE RATE FEE BASIC FEE 375.00 BASIC FEE 750.00 FOR NUMBER FILED NUMBER EXTRA OR TOTAL CHARGEABLE CLAIMS //) \_ minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 =X42= X84= (AR MULTIPLE DEPENDENT CLAIM PRESENT +280= +140= \* If the difference in column 1 is less than zero, enter "0" in column 2 **TOTAL** TOTAL 371100R **CLAIMS AS AMENDED - PART II** OTHER THAN SMALL ENTITY SMALL ENTITY OR (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT TIONAL RATE TIONAL RATE AFTER **PREVIOUSLY EXTRA** FEE FEE AMENDMENT PAID FOR Total Minus X\$18= X\$ 9= OR Independent Minus # \*\*\* X42= X84= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +140= +280= TOTAL TOTAL OR ADDIT. FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) CLAMS HIGHEST ADDI-ADDI-8 REMAINING NUMBER PRESENT RATE TIONAL RATE TIONAL NDMENT **AFTER PREVIOUSLY EXTRA** AMENDMENT PAID FOR FEE FEE Total Minus \*\* X\$ 9≠ X\$18= OR Minus Independent \*\*\* X42= X84= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +280= +140= OR TOTAL TOTAL OR ADDIT, FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT RATE TIONAL RATE TIONAL AFTER **PREVIOUSLY EXTRA** AMENDMENT PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Minus Independent X42= X84= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +140= +280= OR \* If the entry in column 1 is less than the entry in column 2, write "0" in column 3. "If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." TOTAL TOTAL OR ADDIT. FEE \*\*\*If the "Highest Number Proviously Paid For" IN THIS SPACE is less than 3, enter "3." The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

Application or Docket Number

Paint and Trademark Office, U.S. DEPARTMENT OF COMMERCE